YOUR CHARACTER

PLAYER SPECIES

Players of *Star Wars Galaxies* will be able to choose from a list of 8 playable species for their character. These different species will confer different advantages and disadvantages in terms of attributes and skills, but all species will be able to advance in all professions.

The list of species was arrived at using the following criteria:

- **Familiarity**. We wanted species that were recognizable to almost anyone casually familiar with *Star Wars*.
- **Appeal to hardcore fans**. We wanted species that were favorites of the hardcore *SW* fans.
- **Ease of modeling**. Many of the exotic species in the *Star Wars* universe would provide difficult to model. We wanted interoperability of clothing among the different species, and to this end they needed to be similar in stature and in humanoid structure.
- **Archetypical coverage**. We wanted to provide species that were appealing to players in terms of archetypes to play. To that end, we wanted a graceful species, a smart species, a dangerous species, etc.

The final list of species for the initial release is:

- Humans
- Zabrak
- Mon Calamari
- Wookiee
- Twi'lek
- Rodian
- Bothan
- Trandoshan

In the text that follows, the descriptions of the alien species have been taken from the descriptions provided to us by LucasArts.

Zabrak

A humanoid alien species with vestigial horns and well-developed mental willpower. Zabrak, such as the Jedi Master Eeth Koth, can withstand extreme physical pain and suffering. Several races of Zabrak exist, each exhibiting different horn patterns. The Zabrak homeworld is said to be a frighteningly harsh planet. At least a few Zabrak live on Nar Shaddaa.

The Zabrak Jedi Master Eeth Koth was born in squalor on Nar Shaddaa, the "smuggler's moon" orbiting the Hutt homeworld of Nal Hutta. Koth's affinity for the Force was not recognized until he was four years old. Initially considered too old to train in the ways of the Jedi, Koth proved himself worthy after demonstrating extreme mental discipline. Like most Zabrak, Koth can use his developed willpower to withstand intense

physical pain. Eeth Koth trained the Jedi hero Sharad Hett, who later disappeared to live among Tatooine's Tusken Raiders.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Willpower

Zabrak have amazing willpower and can withstand the effects of virtually all mental powers, including the Jedi Mind Trick, and skills that take advantage of weak willpower (including interrogation).

Resist Pain

Zabrak can ignore even the most excruciating pain, allowing them to keep adventuring even after sustaining life-threatening injuries. In game terms, Zabraks might not receive the same penalties for limb injuries. In addition, they can't be tortured or interrogated.

Meditation

Zabraks should have increased meditative abilities. They are very contemplative and can focus all mental energies with ease.

Zabrak Thought Control

All Zabrak possess some ability to control the thoughts of others. At it's most basic level, Zabrak thought control can improve a Zabrak's Haggling (or similar) skills. At the highest level, it can be nearly identical to the Jedi Mind Trick.

Distrusted/Feared

Because of their mental powers and fearsome appearance, most Zabraks are widely distrusted by most other species. In some areas, the distrust can become outright fear.

Tattoos

Many Zabraks have ceremonial tattoos, which readily identify the PC. Zabraks with tattoos have difficulty disguising themselves and are easily recognized by bounty hunters and others.

Size

1.6 to 1.9 m tall

Mon Calamari

A bipedal, amphibious species with fishlike faces, huge eyes, and flippers. The Mon Calamari, who hail from the watery world of the same name, can breathe both air and water and survive the extreme pressures of ocean depths. Most Mon Cal are peaceful, gentle beings of great intelligence. Like many sentient alien species, they were enslaved by the Empire and forced to build weapons, Star Destroyers, and military installations. Those few Mon Cal who escaped slavery joined the Alliance, donating their wisdom and powerful starships to the fight for freedom.

The Mon Calamari were forced into slavery by the Empire sometime before the Battle of Yavin. They were used largely as laborers aiding in the construction of the Imperial war machine. Others, including Admiral Ackbar, became personal assistants to high-ranking Imperial officers. The Mon Cal endured these hardships, only to watch in horror as Imperial forces destroyed many of their cities as a warning to all those who would oppose the Emperor's New Order.

Shortly before the Battle of Yavin, Ackbar was rescued by Alliance forces. Not long after, other Mon Calamari began joining the Rebellion. By the Battle of Endor, the species had supplied the Rebels with much-needed capital starships and command crews.

The Mon Calamari are perfectly attuned to their aquatic homeworld. Aside from breathing both air and water, they have keen vision and can see clearly even in dark seas. In addition, their adaptable bodies can survive great ocean depths. The Mon Cal are also psychologically connected to moist environments and become happier when visiting such places. Conversely, a Mon Cal is likely to become depressed and withdrawn in dry locales.

The Mon Cal are well-known for their remarkable starships. Each Mon Calamari cruiser is unique in design, but all boast considerable firepower and defensive capabilities. The cruisers are controlled from advanced command chairs that react to body language. Because of the Mon Cal's unusual physiology, only a member of the species can pilot these craft. The cruisers served as vital command vessels during the attack on the second Death Star.

Since the end of the Galactic Civil War, the Mon Calamari have remained involved in the affairs of the New Republic. On their own homeworld, which suffered an attack by Imperial forces some six years after the Battle of Endor, the Mon Cal are led by a representative government.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Possible Perks

Predict Weather, Equilibrium, Awareness (only in water), Celerity

Special Abilities

Enhanced vision, Normal vision underwater, ability to breathe underwater, resilient bodies

Weaknesses

Susceptible to hot, dry environments.

Special Weapons

None, although an organic-looking blaster or blaster rifle could be invented.

Size

1.3 to 1.8 meters tall

Notes

Mon Calamari PCs would be interesting because of their water-breathing ability, which enables them to travel to underwater locales without any special technology. They should also start proficient in swimming. Mon Calamari are nearly identical to Quarren, except in personality. Various skill limitations or starting skill sets should be included with both species to allow for variety.

Wookiee

A towering, fur-covered humanoid native to the planet Kashyyyk. Although exceedingly strong and prone to fits of bestial rage, Wookiees are intelligent, loyal, and trusting. Among the species, bravery and honor are considered paramount. They are not warlike, but make fierce warriors and deadly opponents when angered or threatened. During much of the Galactic Civil War, the Wookiees were enslaved by Imperial forces. The heroic efforts of Chewbacca, a Wookiee dedicated to the Alliance, proved instrumental in the Empire's defeat.

Kashyyyk, the Wookiee homeworld, is a lush planet covered in trees. The Wookiees occupy the upper reaches of these vast forests, building their homes high atop the branches of towering wroshyr trees. Most Wookiee cities consist of hundreds of huts connected by wooden platforms, bridges, and ropes. However, while Wookiees may appear primitive, they are actually quite comfortable with technology and can easily learn to pilot starships, repair machines, and wield advanced weaponry.

An average Wookiee grows to more than two meters tall and lives several times the lifetime of a human. Aside from their great strength and keen senses, they possess regenerative powers and can recover from serious wounds within days. They also have retractable claws, although these are used only for climbing trees and are never exposed during combat.

Wookiees speak Shyriiwook, a language consisting of grunts, growls, roars, hoots, and screeches. They can understand other languages, but have limited vocal capability and can only speak their own tongue.

The Wookiee species is psychologically stable and has a strong connection to nature. They love their homeworld and have a developed affinity for animals and planets. Wookiees can also be strongly attuned to the Force, as evidenced by Chewbacca's nephew, Lowbacca.

Wookiees place great value on morality, courage, compassion, and loyalty. Very few Wookiees willingly betray their friends or families, although Vargi, Chewbacca's brother-in-law, once aided a group of slavers trying to enslave the denizens of Kashyyyk.

Typical of their beliefs is the Wookiee life debt, an oath of fealty extended to anyone who saves the life of a Wookiee. When Chewbacca was rescued from slavers by Han Solo, he extended this oath to his savior and has risked his own life countless times to protect his friend. Finally, Wookiees feel that they are honored by their own deeds, and thus they do not care for medals or other material symbols of bravery or achievement.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Stats

Strength: Far Above Normal
Endurance: Far Above Normal
Dexterity: Normal
Aptitude: Below Normal
Luck: Normal

Possible Perks

Critical Strike, Health Recovery Rate, Second Wind, Fast Hands, Predict Weather, Disease Resistance, Stamina Recovery Rate, Awareness, Leaping, Celerity, Poison Resistance

Special Abilities

Enhanced Senses, Minor Regeneration, Climbing Claws

Weaknesses

Can't speak Basic (but can understand it); Natural Enemies with Trandoshans

Special Weapons

Bowcaster (ranged), Ryyk blade

Size

2 to 2.3 meters tall

Notes

Wookiees could potentially be the most powerful species in the game. However, balance could be maintained by limiting the number of skills or skills areas that Wookiees can possess. The hatred that exists between Wookiees and Trandoshans could be an interesting component, similar to the "shoot on sight" conflict that exists between the Rebels (New Republic) soldiers and Imperial soldiers.

Twi'lek

A humanoid species identified by the twin head tentacles that grow from their skulls. These prehensile appendages, known as "lekku" or "head-tails," are advanced organs used for communication, cognitive functions, and sensual pleasure. Twi'leks have a variety of skin coloration, ranging from pale white to dark green. The species is native to Ryloth, where they inhabit sprawling cities in an area of the world that is in perpetual darkness. Luminaries from this species include famous dancers, reviled criminals, and at least one Jedi Knight.

Twi'leks inhabit the mountainous world of Ryloth, which rotates so slowly that its rotation is equal to the length of its orbit around the sun. As a result, one side of the planet always faces the sun while the other side is in perpetual darkness. The only habitable areas on Ryloth are located in a thin band of twilight separating the two disparate halves of the planet. In this twilight zone, the Twi'leks live in a network of catacombs. Heat storms in Ryloth's thin atmosphere provide warmth to the Twi'leks, while they receive power from wind-driven turbines. They have a relatively primitive industrial civilization, and survive on a diet of raw fungi and cowlike rycrits. Ryloth's primary exports are the addictive ryll spice and Twi'lek females, who are desired for their seductive dancing skills. Twi'leks do have a few major companies, including Galactic Exotics, which developed orchards on the planet Belsavis, and SchaumAssoc., a Twi'lek advertising agency that pioneered media and public relations for the Corporate Sector.

Twi'leks adhere to a familial clan government organized around a series of head clans, each consisting of five members who are born into the position. Head clans are responsible for all community decisions within a single underground city complex. When one member of a clan dies, the remaining four are exiled into the Bright Lands and the next generation of clan leaders assumes their rightful place. Religiously, the species worships a single female deity.

On Ryloth, Twi'leks speak Twi'leki, a language that combines verbal components with subtle head-tail movements. When they wish, they can even communicate in complete secrecy using their versatile head-tails.

In general, Twi'leks are nonviolent. They typically prefer to use cunning rather than brawn to achieve their goals. Because Ryloth has few defenses, Twi'leks face constant raids by off-world slavers. Notable Twi'leks include Bib Fortuna, Oola, Rogue Squadron pilot Nawara Ven, and the ancient Jedi Knight Tott Doneeta.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Stats

Strength: Normal
Endurance: Normal
Dexterity: Normal
Aptitude: Normal
Luck: Normal

Possible Perks

Awareness, Charisma

Special Abilities

Enhanced Senses (using head-tails), Ability to communicate with other Twi'leks in complete secrecy (again, using head-tails).

Weaknesses

None.

Special Weapons

None.

Size

1.6 to 2.4 meters tall

Notes

Of all the *Star Wars* alien species, Twi'leks are probably the most similar to humans. Only their head-tails and unique culture set them apart.

Rodian

A species of humanoids recognized by their bumpy green skin, multifaceted eyes and flexible snouts. Rodians also have pointed ears, short antennae, and long fingers that end in suction cups. Widely distrusted and reviled by other species, Rodians are greedy and immoral. They make excellent bounty hunters and have long served the criminal underworld and the Empire in this capacity. On their homeworld Rodia, the Rodians live in violent clans that often wage war against one another. Peaceful clans, such as the Tetsus, are banished.

Rodia is an industrial planet located in the Tyrius system halfway between Gall and Coruscant. As is the case with many planets overrun by a violent species, Rodia was once a lush tropical world. Unfortunately, the rapid industrial growth has caused many life-forms to become extinct. Most food and many material goods must be imported.

On their homeworld, the Rodians concentrate on manufacturing a vast number of weapons and revel in warfare and violence. Rodian culture romanticizes death and the hunt, and the species reveres bounty hunters. The most successful hunters are presented with an array of awards, including such coveted awards as "Best Capture," "Longest Hunt," and "Most Kills." Immense gladiator games are also a frequent occurrence, as are wars between clans. Rodian society is tightly controlled by the Rodian Grand Protector, and only the most accomplished hunters are allowed to leave their planet.

Surprisingly, Rodians are skilled dramatists and their work is respected throughout the galaxy. After realizing that they were driving themselves toward extinction, the species developed drama in order to enact violence without actually killing one another. Their early plays were nothing more than mock battles, but future generations began converting Rodian drama into a true art form. All Rodian drama, however, contains a great deal of bloodshed and death.

The Rodian Grand Protector is usually the most ruthless and skilled clan leader. Among the most famous is Navik the Red, the Rodian leader of the Chattza clan who eventually eliminated many opposing clan leaders during a series of gladiator games. Navik nearly destroyed the entire Tetsus clan, a peaceful clan that counted an infant named Greedo among its numbers. Greedo later became a bounty hunter in the employ of Jabba the Hutt. Other notable Rodians include Andoorni Hui, a female pilot and member of the Alliance's famed Rogue Squadron.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Stats
Strength: Normal
Endurance: Normal
Dexterity: Above Normal
Aptitude: Below Normal
Luck: Below Normal

Possible Perks

Critical Strike, Second Wind, Fast Hands

Special Abilities

Enhanced vision.

Special Weapons

Rodians are responsible for inventing and manufacturing a wide variety of weapons, although none have been shown in any sources to date. We could therefore invent several Rodian weapons.

Size

1.4 to 1.7 meters tall

Notes

Rodians are skilled bounty hunters and mercenaries.

Bothan

A humanoid species identified by their stocky builds and fur-covered faces. Bothans, who hail from Bothawui, are widely known as the galaxy's most proficient spies. They collected information for the Rebel Alliance throughout the Galactic Civil War and managed to secure the secret plans for the second Death Star. Although many of the spies died during the Death Star mission, the stolen schematics enabled the Rebel Alliance to plan a successful attack on the battle station at the Battle of Endor.

The Bothan homeworld of Bothawui is a clean, cosmopolitan planet that remained largely neutral throughout the Galactic Civil War. The site of both a token Imperial presence and the Bothan spynet, which often aided the Rebellion, Bothawui has long been an active hub for a wide variety of operatives and organizations. Despite this reputation, most Bothans live orderly lives. In even the largest cities, the wide streets are clean and well-organized. Buildings are generally huge and constructed of a natural glittering stone. Outside the cities, many Bothans, including the New Republic Councilor Borsk Fey'lya, live in sprawling estates built on open savannas. Like Wookiees, Bothans value family bonds and are extremely protective of their allies.

Although they have much to offer the galaxy, Bothans are probably most well-known for their intrepid spies. The Bothan spynet is among the largest intelligence organizations, with operatives stationed throughout the galaxy. During the Galactic Civil War, the spynet primarily served the Rebel Alliance, although both the Empire and the criminal underworld occasionally made use of Bothan spies as well.

The Bothan spynet's most famous adventure took place shortly before the Battle of Endor, when a group of 24 Bothan pilots and gunners formed the legendary Blue Squad. Under the command of Luke Skywalker, Blue Squad attacked the *Suprosa*, a freighter carrying information about a top-secret project. Unfortunately, the Blue Squad pilots had very little experience with their Y-wing fighters, and unknown to the Alliance, the *Suprosa* boasted augmented shields and hidden weapons. Blue Squadron lost half its number before capturing the freighter. Soon, however, the Bothans discovered that their sacrifice had been worthwhile, as the *Suprosa* was actually transporting plans for the second Death Star. Although the capture of the *Suprosa* was part of an elaborate trap set in motion by the Emperor, the Death Star plans ultimately allowed the Alliance to destroy the Empire.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Stats

Strength: Normal
Endurance: Normal
Dexterity: Above Normal
Aptitude: Normal
Luck: Above Normal (perhaps even Far Above Normal)

Possible Perks

Critical Strike, Fast Hands, Awareness, Charisma, Celerity

Special Abilities

Incredible stealth

Weaknesses

None.

Special Weapons

Although none currently exist, weapons specifically designed for Bothan spies are a definite possibility.

Size

1.5 meters tall.

Notes

Bothans would be excellent as the equivalent of thieves.

Trandoshan

Large, reptilian humanoids from the planet Trandosha (or Dosha). Trandoshans have supersensitive eyes that can see into the infrared range and the ability to regenerate lost limbs when they are young. They also shed their skin. Trandoshans are a warlike species who allied early with the Empire, taking Wookiees as slaves. They value hunting above all else and worship a female deity known as the Scorekeeper, who awards

jagannath points to Trandoshans based on their success or failure in the hunt. When hunters wish it, they return to their homeworld and mate with a convenient clutch mother; they do not form lasting relationships. Young Trandoshans hatch from eggs. They have a difficult time manipulating delicate objects with their relatively clumsy clawed hands. The bounty hunter Bossk was a Trandoshan.

Race-Specific Characteristics

Many of these may not be implemented, depending on the specific characteristic.

Stats

Strength: Above Normal
Endurance: Above Normal
Dexterity: Normal (Below Normal for Manual Dexterity)
Aptitude: Below Normal
Luck: Below Normal

Possible Perks

Critical Strike, Health Recovery Rate, Second Wind, Disease Resistance, Stamina Recovery Rate, Awareness, Poison Resistance

Special Abilities

Infrared Vision, Regeneration (young only), Leathery Skin

Weaknesses

Natural Enemies with Wookiees

Special Weapons

Clawed hands.

Size

1.9 to 2.4 meters tall

Notes

Trandoshans are violent and powerful combatants, but have limited skills in other areas. They make good bounty hunters and mercenaries. The hatred that exists between Wookiees and Trandoshans could be an interesting component, similar to the "shoot on sight" conflict that exists between the Rebels (New Republic) soldiers and Imperial soldiers.

CHARACTER CUSTOMIZATION

The following charts describe the available range of character customization for player species.

The System

We are using *morph targets* for character customization. What this means is that we are able to create say, a fat person and a skinny one, and then using interpolation, allow players to have any body shape in between those two extremes. Currently, our prototype allows thousands of unique faces to be created by using dozens of unique morph targets for multiple different parts of the face.

The range of morph targets will vary per species, of course. In the case of Twi'leks, it will be possible to have multiple arrangements of head tentacles, whereas for Bothans, snout length becomes a factor.

In addition, we will be using *pieces-parts* technology to attach hair and other characteristics to the base mesh. The range of available attachments will also vary per species.

Lastly, there will be a range of colors available for skin tones, hairs, and other distinguishing characteristics.

Human

Head Mesh Variables (and blend shapes)

Eyes		Brow	Nose	Mouth	Chin	Cheekbone	Jaw	Ears	Overall Shape	Mustache
Spacing	Shape	Protruding	Narrow	Wide	Wide	Low	Jutting	Large lobe	Drawn	Handle-Bar
		Normal	Wide	Narrow	Narrow	High	Slight	No lobe	Full	Jaw Beard
Close	Almond		Tall	Arc	Cleft	Wide	Wide	Small	Narrow	Short Beard
Far	Round		Short	Full/Thin	Dimple	Narrow	Narrow	Large	wide	Long Beard
			Flat							
			Hawkish							
			Upturned							
			Triangular							
			Crooked							

Hair Styles		
Female	Female (cont.)	Male
Bald	Long length straight (down past shoulders)	Bald
Crew	Long length pony tail (small of back?)	Buzz
Crew with widows peak	Long length two tails (small of back?)	Crew-cut
Medium length tight curly (African-American)	Mohawk	Page boy
Medium length tight curly with widows peak	Leia buns	Luke – Art of SW – Pp. 17
Medium length tight curly corn rows	Shoulder-length	Han Solo – Art of SW – Pp. 69
Medium length loose curly	Leia – Art of SW – Pp. 23, 68	Style 7
Medium length loose curly with widows peak	Leia – Art of ROIJ – Pp. 49, 80, 92	Style 8
Medium length loose curly with small dreadlocks	Padme – TMOE1 – Pp. 25 bottom right	Style 9
Medium length straight	Shmi – TMOE1 – Pp. 47 right	Style 10
Medium length straight with widows peak	Long hair back mesh	Style 11
Medium length straight with part	Amidala – TMOE1 – Pp. 8, 46	Style 12
Medium length pony tail	Long hair back over/shoulder in-front mesh	Style 13
Medium length two tails	Style 37	...
Long length tight curly (Afro-puff)	Style 38	Style 18
Long length tight curly corn rows (tails down back)	Style 39	Style 19
Long length dreadlocks (down past shoulders)	Style 40	Style 20

Head Texture Variables (and color offsets)

Eyes	Facial	Brow		Lash	Facial Hair	Hair	Makeup	Freckles
Color	Hair Types	Color	Shape	M/F	Styles	Color	Types	
Brown	Bushy	Same as hair plus darker shades	Thin flat		Short sideburns	Blondes	Eye shadow	None
Blue	Curly		Thick flat		Long sideburns	Blacks	Lipstick	Light
Green	Whispy		Thin soft angle		5 o'clock shadow (m&b)	Browns	Blush	
Grey			Thick soft angle		10 o'clock shadow	Reds		
Hazel					Goatee	Grays		
					Handle-bar moustache			
					Pencil-thin moustache			
					Std. med. moustache			
					Vanderbilt			
					Jaw beard			
					Short beard			
					Super long beard			

Body Texture Variables (and color offsets)

Skin Tone	Wrinkles	Chest Hair	Chest Hair Color	Tattoos	Scarification
Fair	None	Lots	Same as head	Chest	
Tan	Elderly	None		Arm	
Light olive				Leg	
Medium olive				Other	
Dark olive					
Dark brown					
Black					

Body Mesh Variables (and Blend Shapes)

Height	Body Shape	Breasts
Tall	Light	Small
Short	Heavy	Large
	Muscular	

Rodian

Head Mesh Variables (and blend shapes)

Eyes	Brow	Nose	Mouth	Cheek	Cheekbone	Ears	Overall Shape	Antennae	
Spacing	Protruding	Narrow	Wide	Wide	Low	Large lobe	Drawn	Stalk Length	Shape
	Normal	Wide	Narrow	Narrow	High	No lobe	Full	Short	Round
Close		Tall	Arc		Wide	Small	Narrow	Long	Ovoid
Far		Short	Full/Thin		Narrow	Large	wide		
Bulginess		Flat							
		Hawkish							
		Upturned							
		Triangular							
		Crooked							

Hair / Cilia Styles	
Female	Male
Big hair ala Jabba dancer – Art of ROIJ – Pp. 161	Greedo Cilia Mohawk – SW: Behind The Magic – CDROM
Style 2	Style 2
Style 3	Style 3
Style 4	Style 4
Style 5	Style 5
Style 6	
Style 7	
Style 8	
Style 9	
Style 10	
Style 11	
Style 12	
Style 13	
Style 14	
Style 15	

Head Texture Variables (and color offsets)

Eyes	Brow Ridges			Lips	Makeup
Color	Color	Thickness	Shape	Color	Types
Anything almost black and shiny	Same as skin hue	Thin	Compact ridges	Smooth texture with normal skin color	Lipstick – usually darker shades
		Thick	Larger ridges		
Purple					

Body Texture Variables (and color offsets)

Skin Tone	Scale Patterns	Head Bumps	Tattoos	Scarification
Blue-grays	Some	Some	Chest	
Greens	Millions	Tons	Arm	
			Leg	
			Other	

Body Mesh Variables (and Blend Shapes)

Height	Body Shape	Breasts
Tall	Light	Small
Short	Heavy	Large
	Muscular	

Trandoshan

Head Mesh Variables (and blend shapes)

Eyes	Brow	Nose	Snout/Mouth	Chin	Cheekbone	Cheek	Jaw	Outer Skull Ridges	Head Shape	Mid Skull Ridges
Close	Protruding	Narrow	Wide	Slight	Low	Wide	Wide	Small	Drawn	Many
Far	Normal	Wide	Narrow	Wide	High	Narrow	Narrow	Large	Full	Few
Bulginess		Tall	Arc	Narrow	Wide	Cleft	Cleft		Narrow	Layout
		Short	Full/thin		Narrow	Dimple	Dimple		Wide	
		Flat	Short							
		Hawkish	Long							

Head Ridges	
Female	Male
Style 1	Bosk – SW: Behind The Magic – CDROM
Style 2	Style 2
Style 3	Style 3
Style 4	Style 4
Style 5	Style 5

Head Texture Variables (and color offsets)

Eyes	Head Bumps / Ridges		Makeup	Speckling
Color	Color	Thickness	Types	
Yellow/Red mixes	Same as skin color	Thin	Eye shadow	None
		Thick	Lipstick	Some
Gold	Lighter hues		Blush	
Black	Darker hues			

Body Texture Variables (and color offsets)

Skin Tone	Scales	Tattoos	Scarification
Greenish	None	Chest	
Yellowish	Lots	Arm	
Grayish		Leg	
Earth tones		Other	

Body Mesh Variables (and Blend Shapes)

Height	Body Shape
Tall	Light
Short	Heavy
	Muscular

Wookiee

Head Mesh Variables (and blend shapes)

Eyes		Brow	Nose	Mouth	Chin	Cheekbone	Snout	Overall Shape	Facial Hair
Spacing	Shape	Protruding	Narrow	Wide	Wide	Low	Jutting	Drawn	Jaw beard
		Normal	Wide	Narrow	Narrow	High	Slight	Full	Short beard
Close	Almond	Shorter	Tall	Arc	Cleft	Wide	Wide	Narrow	Long beard
Far	Round	Longer	Short	Full/Thin	Dimple	Narrow	Narrow	wide	
			Flat						

Hair Styles	
Female	Male
Bald	Buzz
Crew	Crew cut
Long	Long
Short	Short
Well groomed	Well groomed
Scruffy	Scruffy

Head Texture Variables (and color offsets)

Eyes	**Brow**		**Hair**		**Makeup**
Color	Color	Thickness	Color	Striping	Types
Brown	Same as hair	Thin flat	Blondes	Lots	Eye shadow
Blue	Plus darker	Thick flat	Blacks	Little	Lipstick
Green	Shades	Thin soft angle	Browns	Darker	
Grey		Thick soft angle	Reds	Lighter	
Hazel			Grays		

Body Texture Variables (and color offsets)

Hair			**Markings**	**Scarification**
Style	Color	Striping		
Matches hair on head for condition; ratty or groomed	Generally matches colors on head. Some variation but not lots (EX. Blonde with darker roots on head than torso)	Large	Chest	Chest
		Small	Arm	Arm
Overall hair length		Lighter	Leg	Leg
Shorter		Darker	Other	Other
Longer	Same colors possible			

Body Mesh Variables (and Blend Shapes)

Height	**Body Shape**	**Breasts**
Tall	Light	None
Short	Heavy	
	Muscular	

Mon Calamari

Head Mesh Variables (and blend shapes)

Eyes	Brow	Nose	Mouth	Chin Area	Cheekbone	Jaw	Ears	Overall Shape	Chin Tendrils	Cranium
Spacing	Protruding	Narrow	Wide	Wide	Low	Jutting	Large lobe	Drawn	Few	Width
	Normal	Wide	Narrow	Narrow	High	Slight	No lobe	Full	Many	Length
Close		Tall	Arc	Cleft	Wide	Wide	Small	Narrow	Short	Bulginess
Far		Short	Full/Thin	Dimple	Narrow	Narrow	Large	wide	Long	
		Flat								Bulge location (left/right or back of head)
		Hawkish								
		Triangular								

Hair Styles		

Head Texture Variables (and color offsets)

Eyes	**Brow**			**Makeup**
Color	Color	Thickness	Shape	Types
Brown	Same as hair	Thin	Thin flat	Eye shadow
Blue	Plus darker	Thick	Thick flat	Lipstick
Green	Shades		Thin soft angle	Blush
Grey			Thick soft angle	
Hazel				

Body Texture Variables (and color offsets)

Skin Tone	**Wrinkles**	**Skin Markings**		
Fair	None	Mottling	Bumps	Colors
Tan	Elderly	Light	Few	Lighter or darker than base skin tone
Light olive		Heavy	Many	
Medium olive		Small marks		
Dark olive		Large marks		
Dark brown				
Black				

Body Mesh Variables (and Blend Shapes)

Height	**Body Shape**	**Breasts**
Tall	Light	Small
Short	Heavy	Large
	Muscular	

Zabrak

Head Mesh Variables (and blend shapes)

Eyes		Brow	Nose	Mouth	Chin	Cheekbone	Jaw	Ears	Overall Shape
Spacing	Shape	Protruding	Narrow	Wide	Wide	Low	Jutting	Large lobe	Drawn
		Normal	Wide	Narrow	Narrow	High	Slight	No lobe	Full
Close	Almond		Tall	Arc	Cleft	Wide	Wide	Small	Narrow
Far	Round		Short	Full/Thin	Dimple	Narrow	Narrow	Large	wide
			Flat						
			Hawkish						
			Upturned						
			Triangular						
			Crooked						

Hair Styles	
Female	Male
Style 1	Darth Maul – SW: Making of E1 – Pp. 82
Style 2	Eeth Koth – SW: Marking of E1 – Pp. 70, 134
Style 3	Style 3
Style 4	Style 4
Style 5	Style 5

Horns Patterns	
Female	Male
Style 1	Darth Maul – SW: Making of E1- Pp. 82
Style 2	Eeth Koth – SW: Making of E1 – Pp. 70
…	…
Style 8	Style 8
Style 9	Style 9
Style 10	Style 10
Note: Horn styles consists of variations in number, layout, and size of horns.	

Head Texture Variables (and color offsets)

Eyes	Facial	Brow		Lash	Hair	Makeup	Freckles
Color	Hair Types	Color	Shape	M/F	Color	Types	
Brown	Bushy	Same as hair plus darker shades	Thin flat		Blondes	Eye shadow	None
Blue	Curly		Thick flat		Blacks	Lipstick	Light
Green	Whispy		Thin soft angle		Browns	Blush	
Grey			Thick soft angle		Reds		
Hazel			Thin hard angle		Grays		
			Thick hard angle				
			Thin curved				
			Thick curved				

Body Texture Variables (and color offsets)

Skin Tone	Wrinkles	Chest Hair	Chest Hair Color	Tattoos	Scarification
Fair	None	Lots	Same as head	Darth Maul - SW: Making of E1 – Pp. 82	
Tan	Elderly	None		Eeth Koth – SW: E1 Insiders Guide – CDROM	
Light olive					
Medium olive				*TONS MORE TATTOOS*	
Dark olive					
Dark brown				Note: Tattoos Indicate Status	
Black					

Body Mesh Variables (and Blend Shapes)

Height	Body Shape	Breasts
Tall	Light	Small
Short	Heavy	Large
	Muscular	

Bothan

Head Mesh Variables (and blend shapes)

Eyes		Brow	Nose	Mouth	Chin	Cheekbone	Jaw	Ears	Overall Shape
Spacing	Shape	Protruding	Narrow	Wide	Wide	Low	Jutting	Large lobe	Drawn
		Normal	Wide	Narrow	Narrow	High	Slight	No lobe	Full
Close	Almond		Tall	Arc	Cleft	Wide	Wide	Small	Narrow
Far	Round		Short	Full/Thin	Dimple	Narrow	Narrow	Large	Wide
			Flat					Extreme Angle	
			Hawkish					Soft Angle	
			Upturned						
			Triangular						
			Crooked						

Hair Styles		
Female	Female (cont.)	Male
Style 1	Style 18	Bald
Style 2	Style 19	Buzz
Style 3	Style 20	Style 3
Style 4	Style 21	Style 4
Style 5	Style 22	Style 5
Style 6	Style 23	Style 6
Style 7	Style 24	Style 7
Style 8	Style 25	Style 8
Style 9	Style 26	Style 9
Style 10	Style 27	Style 10
Style 11	Style 28	Style 11
Style 12	Style 29	Style 12
Style 13	Style 30	Style 13
Style 14	…	…
Style 15	Style 38	Style 18
Style 16	Style 39	Style 19
Style 17	Style 40	Style 20

Head Texture Variables (and color offsets)

Eyes	Facial	Brow		Lash	Facial Hair	Hair	Makeup
Color	Hair Types	Color	Shape	M/F	Styles	Color	Types
Brown	Bushy	Same as hair plus darker shades	Thin flat		Short sideburns	Blondes	Eye shadow
Blue	Curly		Thick flat		Long sideburns	Blacks	Lipstick
Green	Whispy		Thin soft angle		5 o'clock shadow (m&b)	Browns	Blush
Grey			Thick soft angle		10 o'clock shadow	Reds	
Hazel			Thin hard angle		Goatee	Grays	
			Thick hard angle		Handle-bar moustache		
			Thin curved		Pencil-thin moustache		
			Thick curved		Std. med. moustache		
					Vanderbilt		
					Jaw beard		
					Short beard		
					Super long beard		

Body Texture Variables (and color offsets)

Skin Tone	Wrinkles	Chest Hair	Chest Hair Color	Tattoos	Scarification
Fair	None	Lots	Same as head	Chest	
Tan	Elderly	None		Arm	
Light olive				Leg	
Medium olive				Other	
Dark olive					
Dark brown					
Black					

Body Mesh Variables (and Blend Shapes)

Height	Body Shape	Breasts
Tall	Light	Small
Short	Heavy	Large
	Muscular	

[redacted]

Twi'lek

Head Mesh Variables (and blend shapes)

Eyes		Brow	Nose	Mouth	Chin	Cheekbone	Jaw	Ears	Overall Shape
pacing	Shape	Protruding	Narrow	Wide	Wide	Low	Jutting	Large lobe	Drawn
		Normal	Wide	Narrow	Narrow	High	Slight	No lobe	Full
Close	Almond		Tall	Arc	Cleft	Wide	Wide	Small	Narrow
Far	Round		Short	Full/Thin	Dimple	Narrow	Narrow	Large	wide
			Flat						
			Hawkish						
			Upturned						
			Triangular						
			Crooked						

Head bumps	*Head Tentacles*	
All Male & Some Female	Female	Male
Size	Length	Length
	Size	Size
	Style 1	
	Style 2	
	Style 3	
	Style 4	
	Style 5	

Head Texture Variables (and color offsets)

Eyes	**Facial**	**Brow**		**Lash**	**Makeup**	**Freckles**
Color	Hair Types	Color	Shape	Female	Types	
Brown	Bushy	Just about any	Thin flat		Eye shadow	None
Blue	Curly		Thick flat		Lipstick	Light
Green	Whispy		Thin soft angle		Blush	
Grey			Thick soft angle			
Hazel			Thin hard angle			
			Thick hard angle			
Orange			Thin curved			
			Thick curved			

Body Texture Variables (and color offsets)

Skin Tone		**Wrinkles**	**Tattoos**	**Scarification**
Fair	Green	None	Chest	
Tan	White	Elderly	Arm	
Light olive	Same as head		Leg	
Medium olive	Just about anything		Other	
Dark olive	Blue			
Dark brown	Red			
Black				

Body Mesh Variables (and Blend Shapes)

Height	**Body Shape**	**Breasts**
Tall	Light	Small
Short	Heavy	Large
	Muscular	

CHARACTER ATTRIBUTES

The attribute system in Star Wars Online is a design that concentrates on three master attributes made up of three components each that control how fast the attributes are 'used up' by player actions as well as how fast they regenerate.

Vision

The Attribute system is subtle but elegant in that it is a minimal group of point pools that are governed by only a couple of sub-components but are very powerful in how they play against one another in a system of checks and balances that can be tweaked to make large changes in what the character's limitations are.

Terms

Statistic

A statistic is any singular bit of data about a character describing that individual as a person in terms of type and capability, but ignoring related but separate items such as equipment.

Attribute

An attribute is one of the three major statistics that describes and puts a game-mechanic-usable value on that character's physical and mental abilities and limitations. Currently, a character's attributes are made up of their health, action, and concentration ratings.

System Details

We have decided that SWO will have game-play that is skill-based as opposed to equipment-based. With that said, a characters' attributes will be second in importance only to skills in terms of their importance on how most actions are resolved. We want to avoid having so many attributes so as to make the system unwieldy, but still have enough for our attributes to have some impact and allow the system sufficient depth and variety.

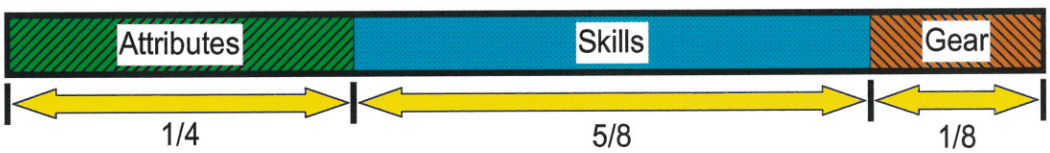


Chart 1. Importance of skill-check system components.

Player attributes are currently modeled on the idea that each is one is a dynamic reservoir of points that changes in value as the player acts and reacts to stimuli.

The points themselves are stored in a reservoir that recharges at a set rate and drains at a variable rate depending on how you react to things, and at a max rate depending on your actions.

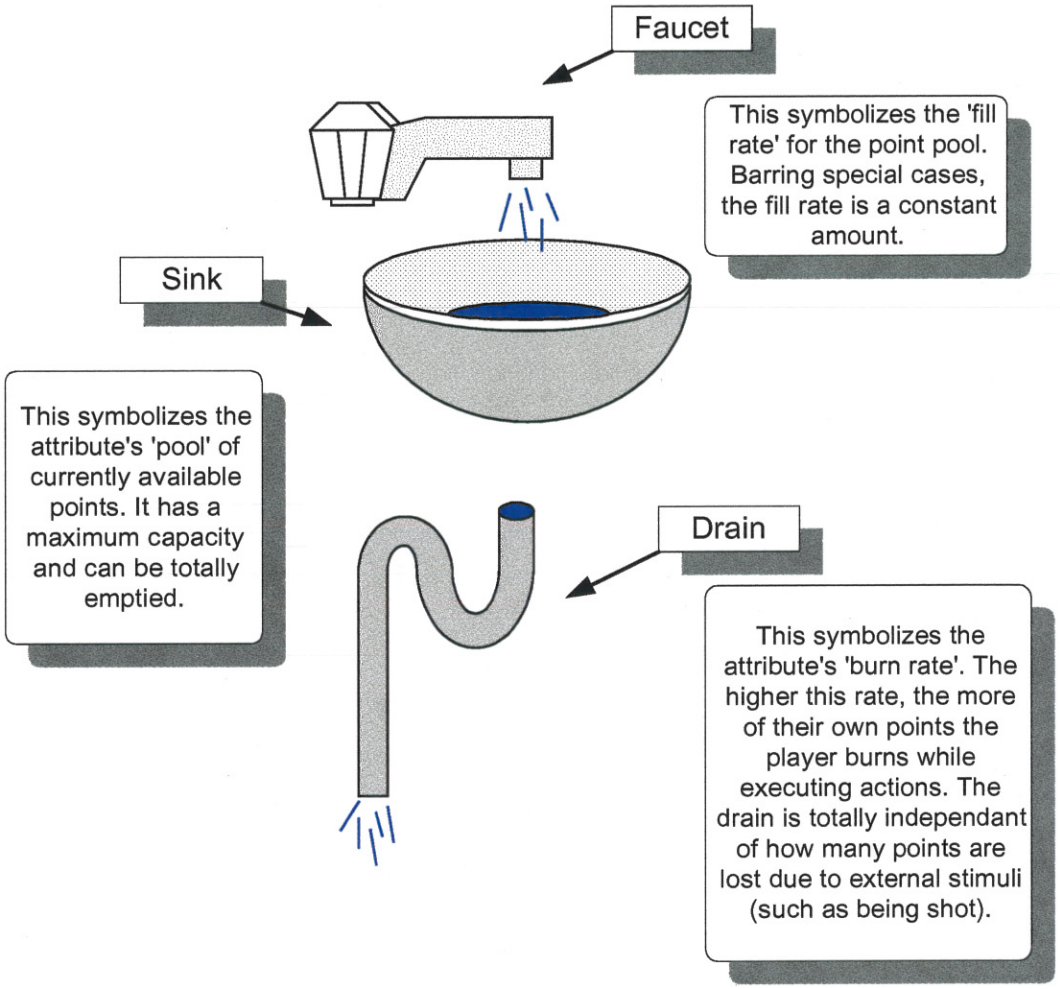

Faucet
This symbolizes the 'fill rate' for the point pool. Barring special cases, the fill rate is a constant amount.
Sink
This symbolizes the attribute's 'pool' of currently available points. It has a maximum capacity and can be totally emptied.
Drain
This symbolizes the attribute's 'burn rate'. The higher this rate, the more of their own points the player burns while executing actions. The drain is totally independant of how many points are lost due to external stimuli (such as being shot).

Chart 2. Attribute system sub-component organization.

The Attributes

The sub-stats that govern the behavior of an attribute are called pool, fill rate, and burn rate. These sub-stats are given formal names based upon the master stat they are assigned to.

With the current design, the player has three master attribute statistics, with each master being made up of three sub-statistics. The attributes are as follows:

Health

Health

This is the pool of health points. It is the players' hit points, and current health state.

Strength

This is the cost controller for the player's health burn rate for whatever actions he himself takes. The stronger and healthier the player is, the less doing things takes out of them. Strength is the measure of Health reduction due to their own activity.

Constitution

This is the rate at which the Health pool recharges itself. A player with a higher Constitution will recover from blows or other lethal or non-lethal damage more quickly.

Action

Action

This is the pool of action points. It is a measure of a player's current rested state and prepared-ness to take immediate action. A task cannot be attempted unless there are sufficient points in the action pool to complete it.

Quickness

This is the rating for how much a player's own actions cost his action pool. A player in better shape will use their own energy more efficiently when doing things, and therefore be able to do more.

Stamina

This is the rate at which the player's action pool recharges. A better stamina allows players to keep going longer, regardless of whether they are acting or reacting.

Mind

Mind

This is the player's pool of mind points. This is a measure of their alertness, how much they are currently aware of their surroundings, and how able they are to immediately tackle any technical tasks. A player with a higher mind is difficult to startle, confuse, or stun as well as being able to do more challenging technical tasks more quickly.

Focus

This is the rate at which a player's own actions reduce their mind pool. It is a measure of how much the player can concentrate on what they are doing and not be distracted. A player with a high focus can accomplish more mental challenges in a shorter period of time before being mentally fatigued.

Willpower

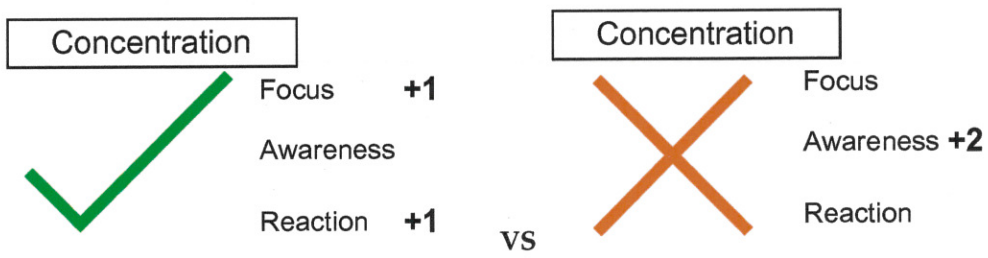
This is the recharge rate for the mind pool. A player with a high willpower finds it easier to 'get in the zone' and compose themselves after something traumatic, or a period of mental stress or exhaustion.

Initial character attribute determination

A character's beginning attributes all default to the average range of values for the species that they have chosen. As an example, Humans would probably be the most well rounded race, while Wookiees would have an average strength that is quite a bit higher than humans though they might have a lower agility. This is done by giving both an advantaged sub-attribute and a disadvantaged sub-attribute where ever it is most appropriate for that species. Humans would have neither a built-in advantage nor a disadvantage.

After the player's basic attribute values are generated, the player can select two of their sub-attributes to be 'remarkable'. Selecting a remarkable attribute means that a slightly variable permanent boost will be added to that attribute, making it extraordinary when compared to their racial norm. This might mean a stronger-than-average Wookiee, heartier-than-usual human, or a cooler than average Rodian. No more than a single upgrade can be given to any one sub-attribute, but both upgrades can be applied within the same attribute class. For example, a player can upgrade both Awareness and Focus within the Concentration attribute class, but not give both upgrades to Awareness.

Chart 3. Permissible and prohibited attribute upgrade placement.



Character Growth – Changing Starting Attributes

During the course of play you should be able to improve and lose attributes up to a point, with the cap at perhaps half the attributes starting value. If you increase your attribute, it should be done through work or exercise, and would need to be maintained. If the increase weren't maintained, it would slowly return to the character's starting value. A character might be affected somehow where one of their attributes would be reduced below its starting point. It should slowly heal back up to its starting point, unless it's a situation where perma stat-loss should occur.

How attributes will look to the player

The attributes can be visualized by looking at three value bars. Each bar is a symbol for how much of a particular attribute the player has left. The bar will drop if the player is attacked somehow or will drop an amount governed by the player's burn rate and the cost of the task they have attempted. The bar will build back up to the pool's maximum value based upon the attribute's fill rate.

Chart 4. Player's attribute display - example.

The bars shown in the example above illustrate what the player's attributes might look like after engaging in a hand-to-hand brawl. Their health is down a bit, probably due to a counter-punch thrown by the opponent. The player has almost exhausted himself or herself by throwing a flurry of punches and kicks in a short amount of time as evidenced by their almost complete draining of the action attribute. Also, the player's concentration is down some, perhaps from a mix of blows to the head and a bit of mental fatigue as well.

In the scenario above is actually the case, then the damage from the opponent's counter-punch was pulled straight out of the health pool, at full value. Health is recharging up to the player's maximum number of health points at their heal rate.

The amount of stamina reduction per punch thrown was governed by the player's burn rate. It is rebuilding back up to the maximum amount of the stamina pool at the player's recovery rate.

The player's current awareness is just less than two-thirds of its normal value. Any distracting blows to the head were pulled at full value out of the awareness pool, and any mental fatigue caused by all the punches and kicks the player threw were pulled out of awareness based upon the player's focus. This awareness pool will recharge to its full value based upon the reaction value.

One Attribute bar in detail

If one of the bars from the example above were picked apart, it would look like this:

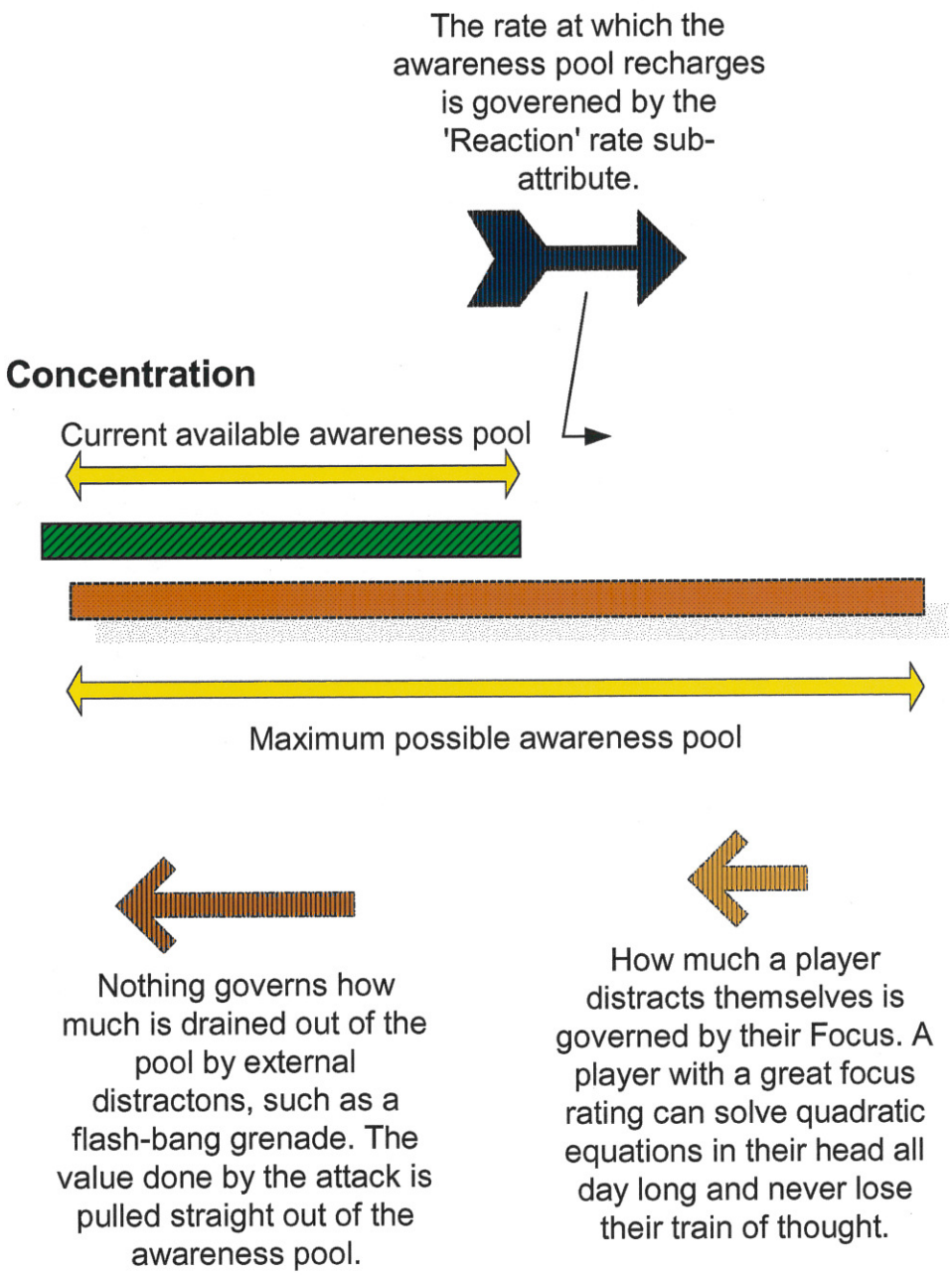

The rate at which the awareness pool recharges is goverened by the 'Reaction' rate sub-attribute.
Concentration
Current available awareness pool
Maximum possible awareness pool
Nothing governs how much is drained out of the pool by external distractons, such as a flash-bang grenade. The value done by the attack is pulled straight out of the awareness pool.
How much a player distracts themselves is governed by their Focus. A player with a great focus rating can solve quadratic equations in their head all day long and never lose their train of thought.

Chart 4. The dynamics of one attribute's display bar.

ANIMATIONS LIST

This is not an exhaustive list, but rather a preliminary asset list of player animations.

General

Whole Body

Standing Normal
Standing Slumped
Standing Erect
Standing Combat Ready
Standing Akimbo
Walking
Walking backwards
Running
Running backwards
Sit cross legged
Sit on haunches
sit left leg extended
sit right leg extended
sit in chair
sit in chair with elbows on table
sit in chair with hands on table
sit in chair with legs crossed
sit in chair with legs separated
sit in chair with legs together
sit in chair slouched
Kneel both legs
kneel left leg
kneel right leg
Prone
Crouch
Sleeping
Skipping
Dead
Jumping
Swimming
walking up stairs
walking down stairs
walking up stairs backwards
walking down stairs backwards
walk backwards
standing turn left

standing turn right
walking turn left
walking turn right
running turn left
running turn right
running up stairs
running down stairs
running backwards up stairs
running backwards down stairs
shuffle
creep (tip-toe?)
back away in fear
standing writhing
prone writhing
being eaten
suffocating
drowning
limp right leg
limp left leg
hop
hop right leg
hop left leg
crouch walk
crawl on hands and knees
crawl prone
prone roll left
prone roll right
hug 1
hug 2
hug 3
hug 4
kiss 1
kiss 2
kiss 3
kiss 4
slide
slip and fall
trip/stumble and fall
free fall
dive
fall off cliff
land from fall
swim - tread water
swim - tread forward
swim - tread back
swim - tread left
swim - tread right

swim - tread dive
swim - breaststroke
swim - backstroke
swim - freestyle underwater
swim - walk underwater (low grav walk?)
wade
curtsey
bow 1 (martial arts, hands at sides)
bow 2 (court bow, one hand in front, one in back)
bow 3 (court bow to other player, kiss hand)
climb ladder up
climb ladder down
two handed pull
right hand pull
left hand pull
climb rope up/down
body stuck (as if in a web)
body stun (body shakes uncontrollably)
stretching
leaping
dragging
pushing
driving wheeled
driving stick
driving levers
cheer 1 (raised hands)
cheer 2 (fist pump)
Cheer 3 (low fist pump)
march forward
march backward
march up stairs
march down stairs
march backwards up stairs
march backwards down stairs
dancing 1
dancing 2
dancing 3
dancing 4
tumbling (category)
dive roll forward
dive roll left
dive roll right
standing roll backwards
hand spring
back flip
round off
cart-wheel

Twitch
Shiver
Shudder
Convulse
Tremble
Stare blankly
Spank
pull up over ledge or branch
lower self from ledge or branch

Head Only

roll head left
roll head right
shake head "no"
shake head in disgust (more vigorous shake, angry expression)
nod head "yes" (more than one nod)
nod head "acknowledgement"
cock head to left
cock head to right
neck crack
shake head fast (shaking it off)

Face Only

wink right eye
wink left eye
squint
smile
grin
smirk
frown
angry
confused
depressed
arch eyebrow right
arch eyebrow left
raise both eyebrows
surprise
shock
glare
eye roll
stick out tongue
sad
eye bat
eyes closed
blink
blush
pirouette
lick lips
whistle

bare teeth in anger

Upper Body

shoulder shrug
shrug palms up
Slump
clap
left hand eat/drink
right hand eat/drink
both hands eat/drink
left hand utensil
right hand utensil
left hand shoulder rub (standing to side)
right hand shoulder rub (standing to side)
both hand shoulder rub (standing behind)
inhale
belly laugh (hand on stomach)
Hands on hips
Fists on hips
Sigh
holding left arm in front
holding right arm in front
arms crossed over chest
hand stroking chin, supported by other hand
pick nose right
pick nose left
right hand point
left hand point
right hand point left hand on hip
left hand point right hand on hip
right hand shake
left hand shake
right hand forearm shake
left hand forearm shake
right hand two hand shake
left hand two hand shake
hands on knees (standing)
left hand on hip right hand pointing
right hand on hip left hand pointing
Twist torso arms extended
right hand over head wave
left hand over head wave
both hand over head wave
right hand beckon
left hand beckon
force choke
use large valve (wheel)
use button (arbitrary height) (ask artist)

use knob (arbitrary height) (ask artist)
use lever (horizontal)
use lever (vertical)
hands clutching own throat (choking)
Placate (arms extended with palms "pushing down" motion
Left hand pat on shoulder
right hand pat on shoulder
pet
beg (fingers interlaced, shaking hands)
electric fingers
"don't hit me" arm wave
run into wall (hands raised)
smell armpits
straighten clothes
preen (category)
finger accuse
finger waggle
crawling backwards don't kill me
Sneer (facial animation plus head movement and hand wave)

Combat

Unarmed Attack

Standing Combat Ready 1
Standing Combat Ready 2
Standing Combat Ready 3
Standing Combat Ready 4
Left hand kung-fu punch (fist doesn't turn over)
Right hand kung-fu punch
Right hand kung-fu punch
Left leg snap kick
Right leg snap kick
left leg side kick - low
right leg side kick -low
left leg side kick - middle
right leg side kick - middle
left leg side kick - high
right leg side kick - high
left leg roundhouse kick - low
right leg roundhouse kick - low
left leg roundhouse kick - middle
right leg roundhouse kick - middle
left leg roundhouse kick - high
right leg roundhouse kick - high
left leg axe kick

righ leg axe kick
body tackle low
body tackle middle
body tackle high
left hand throat choke
right hand throat choke
right hand slap
left hand slap
right hand jab
left hand jab
right hand cross
left hand cross
right hand hook
left hand hook
right hand uppercut
left hand uppercut
right hand backhand
left hand backhand
righthand spinning backhand
lefthand spinning backhand
right leg knee thrust
left leg knee thrust
left shoulder bash
right shoulder bash
right hand choke
left hand choke
two handed choke

Unarmed Block

right hand cover up (head duck, hand to side of head)
left hand cover up
both hand cover up
right forearm block
left forearm block
right hand block (hand pushes attack to side)
left hand block
duck
head dodge
left leg knee block
right leg knee block

Melee Attack

Draw weapon from left hip
Draw weapon from right hip
Draw weapon from left shoulder
Draw weapon from right shoulder
Draw weapon from under right arm (left hand draw)
Draw weapon from under left arm (right hand draw)
Standing weapon ready 1

Standing weapon ready 2
Standing weapon ready 3
Standing weapon ready 4
Left hand thrust
Right hand thrust
two hand thrust
pole-arm thrust
left hand horizontal slash in -> out
left hand horizontal slahs out -> in
right hand horizontal slash in -> out
right hand horizontal slash out -> in
left hand vertical slash up -> down
left hand vertical slash down -> up
right hand vertical slash up -> down
right hand vertical slash down -> up
two hand vertical slash up -> down
two hand vertical slash down -> up
two hand horizontal slash left -> right
two hand horizontal slash right -> left
pole-arm vertical slash up -> down
pole-arm vertical slash down -> up
pole-arm horizontal slash left -> right
pole-arm horizontal slash right -> left

Ranged Attack

Standing ranged weapon ready 1
Standing ranged weapon ready 2
Standing ranged weapon ready 3
Standing ranged weapon ready 4
Standing right hand pistol extended
Standing left hand pistol extended
Standing both hand pistol extended
Standing two pistols extended
Standing both hand rifle extended
Standing right hand pistol from hip
Standing left hand pistol from hip
Standing both hands pistol from hip
Kneeling right hand pistol extended
Kneeling left hand pistol extended
Kneeling both hand pistol extended
Kneeling two pistols extended
Prone right hand pistol extended
Prone left hand pistol extended
Prone both hand pistol extended
Prone two pistols extended

Moods

This list contains examples of the moods we want to support in the animation system. Moods are generally blend animations that modify regular behavior.

abashed	absentminded	aghast	agonized	agreement
amazed	amused	angry	angstful	annoyed
approving	ashamed	bewildered	bitter	bloodthirsty
bored	brave	callous	careful	careless
casual	childish	clinical	cocky	cold
compassionate	condescending	confident	confused	content
courtly	coy	crude	cruel	curious
cynical	defensive	depressed	devious	dimwitted
disagreement	disappointed	discreet	disgruntled	disgusted
dismayed	distracted	doubtful	dramatic	dreamy
drunk	earnest	ecstatic	embarrassed	emphatic
encouraging	enthusiastic	evil	exasperated	exuberant
fanatical	foolish	forgiving	frustrated	guilty
greedy	happy	harsh	helpful	honest
hopeful	hopeless	humble	hungry	hurt
hysterical	indifferent	impatient	imploring	impressed
incredulous	indignant	innocent	insane	interested
intrigued	jealous	joyful	kind	knowing
lazy	lofty	lonely	loud	loving
lustful	mean	meek	melancholy	mischievous
musical	mysterious	mystified	nervous	neutral
offended	optimistic	pained	patient	pedantic
pensive	pessimistic	petulant	philosophical	pitiful
pitying	playful	polite	pompous	pouting
precocious	proud	provocative	protective	puzzled
quick	quiet	rebellious	regretful	relieved
reluctant	resigned	respectful	restless	romantic
rude	sad	sarcastic	scared	scolding
scornful	secretive	seductive	serious	shameless
shocked	shy	sincere	sleepy	slow
sly	smug	snobby	soft	sorry
spiteful	stupid	stubborn	subject	subtle
sullen	surprised	suspicious	sweet	taunting
teasing	terrified	thankful	thoughtful	timid
tired	tolerant	uncertain	understanding	unhappy
unwilling	victorious	warm	whiny	wicked
wise	wistful	worried		